

SEGA

GENESIS



THE SHOGUN  
 SHOGUN

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INSTRUCTION MANUAL

**TAKARA**®

LICENSED BY SEGA ENTERPRISES, LTD. FOR  
 PLAY-OFF THE SEGA GENESIS™ SYSTEM

MasterCard



This official seal is your assurance that the product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

- This Cartridge is intended exclusively for the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.
- Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### EPILEPSY WARNING

##### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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**A**t the end of the 18th century, Japan suddenly became engulfed in a wave of natural disasters and cruel and vicious wars. Life became a constant and brutal battle for survival. The manifestations of evil began spreading across the seas to other countries, and it seemed as if the whole world would soon be enveloped in an age of darkness.

A man with mysterious powers, practicing a heretical religion, had appeared at the same time the troubles began. It seemed that the violence and evil was connected to this religion, for war and disaster followed wherever it spread. The man's name was Shiro Tokisada Amakusa, and his power grew stronger and stronger by the day, until it seemed that nothing could stand in his way.

Little did the world know that Amakusa was actually the servant of the evil Ambracia, and had been sent to draw the world into a vortex of chaos and destruction. Now, as Amakusa's influence spreads to country after country, it's time for the final battle. It's time for a SAMURAI SHODOWN.



1. Set up your Genesis system as described in its instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Insert the SAMURAI SHODOWN Sega Genesis cartridge into the console and press it down firmly.

3. Turn the power switch ON. In a few seconds, the SEGA screen and then the Game Title screen will appear.

4. Press the Start button to continue.

**Important:** If the SEGA screen doesn't appear, turn the power switch OFF. Check to make sure that your system is set up correctly and that the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure that the power switch is turned OFF before inserting or removing the SEGA cartridge.

#### SEGA CARTRIDGE



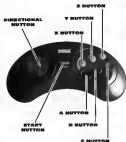
SEGA CONTROL PAD 1

## 3 BUTTON PAD



<b>Directional button</b>	:	Move character
<b>Start button</b>	:	Start, pause and restart game
<b>A button</b>	:	Weak slash
<b>B button</b>	:	Normal slash
<b>C button</b>	:	Hard slash
<b>A + B buttons</b>	:	Weak kick
<b>B + C buttons</b>	:	Normal kick
<b>A + C buttons</b>	:	Hard kick

## 6 BUTTON PAD



<b>Directional button</b>	:	Move character
<b>Start button</b>	:	Start, pause and restart game
<b>A button</b>	:	Weak kick
<b>B button</b>	:	Normal kick
<b>C button</b>	:	Hard kick
<b>X button</b>	:	Weak slash
<b>Y button</b>	:	Normal slash
<b>Z button</b>	:	Hard slash

**Y**ou're a lone samurai lost in an unknown world, with no-one to rely on but yourself. The first step to conquering your enemies is learning to move like a master!



Directions are for when character is facing right; reverse directions if character is facing left.

Also, some characters cannot do crouch advance moves.

## Master the basics first!

### Guarding

**P**ress the Directional button to the left to guard yourself against enemy attack. Use the Standing Guard to block enemy jumps and high-level attacks, and the Crouching Guard to block high and low-level attacks. Make sure you choose the defensive position that matches your opponent's attack!

### Dashing and Jumping Back

**R**apidly press the Directional button twice forwards to dash, and twice backwards to jump back. Don't underestimate these kind of moves - they may seem kind of boring, but if you use them skillfully, you'll find they come in very handy!



DASHING



JUMPING BACK

**Locking Swords**

**W**hen you lock swords with your opponent, start pressing the Dash button repeatedly for the following results:

- 1) Both opponent (weak slash) 2) Push each other away
- 3) Flip opponent's sword away

Press that button as if your life depended on it - if you slip up here your sword will be flipped away!



LOCKING SWORDS

**Losing Your Sword**

**I**f you lose your sword, you're gonna have to fight empty-handed - and this is going to really put you at a disadvantage! Get over to your weapon as fast as you can and press the Dash button to pick it up!

**Sword-stopping**

**W**hen your opponent is about to attack you and you have no sword, quickly press the Dash button! If you get your timing right, you'll be able to catch your opponent's sword with your bare hands and throw it back away!



SWORD-STOPPING

\*\* Your sword has limited durability. If you push it past its limits, it will break; at the end of the duel it will be returned to normal.

**P**ress the Start button at the Game Title screen and the Main Menu screen will appear. Choose



MAIN MENU SCREEN

STORY MODE to fight as a lone samurai, with your objective to defeat all opponents and come face-to-face with Amakusa for the ultimate battle. Select V.S. MODE for two kinds of versus play - V.S. BATTLE for normal versus combat, or SHOWDOWN for a two-team versus battle of five matches. Choose OPTIONS to go into Options mode and reset the game parameters. Select a game mode with the Directional button, and press the Start button to set.



## Story Mode

**V**enture out into a hostile world and take on all comers as a lone samurai, with your aim to conquer all opponents and finally defeat the evil Amekusai! First choose **STORY MODE** from the Main Menu, then make your character selection from eleven different warriors from the Character Select screen. Select a character with the Directional button and press the Start button to set. The game will then begin.



STORY MODE CHARACTER SELECT SCREEN

## Player Join-In

**A** second samurai can join in midway through a game at any time. Simply press the Start button on the 2P controller to get into the action!



## V.S. Mode

**E**xperience the thrills of versus combat! First select **V.S. MODE** from the Main Menu, then select from **V.S. BATTLE** or **SHOWDOWN**.



GAME SETTINGS SCREEN

In **V.S. BATTLE**, each player chooses one character and then fights it out. After you've chosen your characters, the Game Settings screen will come up. You can change the following items: Strength, Time, Item (the number of items that fall into the screen), and Battle Field. Select a new setting with the Directional button and press the Start button to set. The battle then begins. At the end of the battle, the battle stats will be displayed.

In **SHOWDOWN**, the players select five characters each and fight it out against each other in five consecutive matches. The same



SHOWDOWN CHARACTER SELECT SCREEN

character can only be selected once (you can't select the same character twice and you can't select a character your opponent has already chosen). After you've chosen

your characters, the Game Settings screen will come up. You can change the following items: Strength, Time, Item (the number of items that fall into the screen), and Battle Field. Select a new setting with the Directional button and press the Start button to set. The battle then begins. At the end of the battle, the battle stats will be displayed.

**S**et up the game the way you like it! Press the Directional button up/down to move through the menus, and left/right to reset an item. Press the Start button to return to the Main Menu.



OPTION MODE SCREEN

**GAME LEVEL:** Changes the level of difficulty of the game, from 1 to 5. The game is normally set at level 4.

**TIME:** Changes how long a duel lasts. Choose from 30, 60,

99 or — (for no time limit). The game is normally set at 99.

**ITEM:** Changes the number of items that fall into the screen. Choose from None, MIN, MED., or MAX. The game is normally set at MED.

**KEY CONFIG:** Changes the button arrangement of your controller. Choose Yes to move to the Key Config screen. Move the Directional button up/down to move through the list of attacks, and left/right to reset the button used for that attack. Press that button to set.

**B.G.M.:** Listen to the music used in the game.

**S.E.:** Listen to the sound effects used in the game.





### Bonus Stages

**B**onus stages appear during the game. In these stages, straw dummies appear from the top and bottom of the screen - cut down as many as you can!

If you manage to cut down the minimum number of dummies within the time limit, a special bonus will be added to your score. Be prepared - the bonus stages get harder and harder as the game goes on!



### Continue

**W**hen you lose a match when playing against the computer, the Continue screen will appear and the Continue countdown will begin. If you press the Start button to select Continue before the countdown reaches zero, you can start playing again from the stage in which you were defeated.

- 1) Each match consists of 3 duels. The first warrior to win 2 duels wins the match.
- 2) A duel ends when a warrior's strength reaches zero, or when time runs out. The warrior still standing is the winner.
- 3) If there is a fixed time limit, and both warriors have strength left when time runs out at the end of a duel, the warrior with the most strength remaining is the winner.
- 4) In the event of a double knockout, or when warriors' remaining strength levels are exactly the same, the duel will end in a draw.
- 5) If neither warrior has won two duels at the end of the 3 duels, there will be a final duel to decide the winner. The winner of this duel wins the match.
- 6) At the beginning of each duel, both warriors' strength levels are completely restored, and they enter the duel with full power.

**D**uring the game, items will be delivered by the courier man. Some of these deliveries will help you to victory, but some are lethal...watch out!

### Meat (Life Restoration)



Try to grab all of these items! The larger the portion of meat, the more your life gauge will increase.

### Money (Points)

Money, money, money - everything from cash boxes to small change. The greater the amount, the more points you score.



### Bombs (Run!!!)



Watch it - these items explode! You've got a few seconds to escape before they blow up, and if you're still nearby when they do you'll be injured!



## Use the Power of Your Anger!

**K**keep your eyes on the "Rage Gauge" at the bottom of the screen! The gauge increases every time you are injured. When it reaches maximum, you'll be ready to use the power of your anger! Your face will change color, and for a limited period of time all your attacks will be much more powerful! The rate at which the gauge increases, and how long the rage power lasts, differ for each character - make sure you learn how your character reacts. The rage gauge stays at the same level when you move from one duel into the next, so even if you lose the first duel you can use your rage power to help you win the next!

Check out the difference a bit of "rage power" can make when you attack!





- ① 1P score
- ② 2P score
- ③ 1P life gauge

- ④ 2P life gauge
- ⑤ Match timer

- ⑥ 1P victory indicator
- ⑦ 2P victory indicator
- ⑧ 1P rage gauge

- ⑨ 2P rage gauge

Shows the player 1 score

Shows the player 2 score

The life gauge for player 1. Every time your character is injured the life gauge decreases. A duel ends if it reaches zero.

The life gauge for player two.

Shows the amount of time left remaining in the duel.

You need two wins out of three to be victorious.

Lights up when player 1 wins a duel.

Lights up when player 2 wins a duel.

Shows the amount of "rage power" for player 1.

Check out page 18 for details.

Shows the amount of "rage power" for player 2.

## MEET THE FIGHTERS!

# THE SAMURAI WITH NERVES OF STEEL

Age: 20 | Height: 5'10" | Weight: 160 lbs | Blood Type: O

Special Abilities: None



**D**edicated to the fighting life, Ha-Oh Maru spends his time training with his most treasured possession, his Fugu Blade, and traveling in search of worthy opponents. A famous warrior, he focuses solely on the moment when fighting, in order to push his limits to the utmost.



Cyclone Blade (Dai-Kyogun-ken) (Sword)  
4' 10" x 32"

Dragon Bone Staff (Dai-Kyogun-ken) (Sword)  
4' 10" x 32"



WHEN CHARACTER IS FACING RIGHT

# THE DEFENDER OF THE NATURAL WORLD

Age: 17 | Height: 5'0" | Weight: 110 lbs | Blood Type: A

Special Abilities: None



**A** kind-hearted young woman dedicated to protecting the planet. Accompanied by her beloved companion, Mamahaha the eagle, she has ventured out on a quest to end environmental destruction. Her sword once belonged to her father, now deceased.



Blue Mountain (Sword)  
4' 10" x 32"



Late Autumn (Sword)  
4' 10" x 32"



Golden Youth (Sword)  
4' 10" x 32"

WHEN CHARACTER IS FACING RIGHT

# THE SAMURAI HEART-THROB

AKI OI (MITSUHASHI-KOGANOMARU) (THE ARTS MASTER) (SWORD)  
 (SWORD) (TACHIBANA) (SWORD) (SABITO) (SWORD) (SABITO) (SWORD)



**A** show-off ladies' man with a rather world-weary outlook on life. He loves the feeling of being alone in a crowd but hates actual solitude. He travels in search of the perfect bouquet of flowers to send to his sweetheart, Kei Odagiri.

# THE SECRET AGENT OF THE JAPANESE EMPIRE

AKI OI (MITSUHASHI-KOGANOMARU) (THE ARTS MASTER) (SWORD)  
 (SWORD) (TACHIBANA) (SWORD) (SABITO) (SWORD) (SABITO) (SWORD)



**Y**agyu is a strict follower of Bushi, the way of the Samurai, and believes it is his destiny to live a Spartan life of rigorous training and loyalty to his Tokugawa Shogun. An expert two-handed swordsman, his aim is to spread his style of fighting throughout the world.



**Swallow Strike (Uchiwa Tsukisawashi) (Sword)**  
 4 4 4 - Dash while jumping



**Swallow Dash (Uchiwa Tsukisawashi) (Sword)**  
 4 4 4 - Dash

WHEN CHARACTER IS FACING FRONT

**Typical Sabre (Mitsuba Haki) (Sword)**

4 4 4 - Dash



**Sabre Thrust (Mitsuba Haki) (Sword)**  
 From the Dash (other variations)



**Sabre Thrust (Mitsuba Haki) (Sword)**  
 4 4 4 - Dash

WHEN CHARACTER IS FACING RIGHT

## THE NINJA GOLDEN BOY

AGE: 16 HEIGHT: 5'00" (152.4 CM) | HAIR: BROWN | EYES: BROWN  
 NINJA ART SCHOOL: ORIGINAL NINJA



**A**ccompanied by his faithful dog Poppy, Galford has set his sights on becoming the first American Ninja master. A real nice guy, he strives to rid his country of the evil and disasters plaguing it.

## THE SHOWBIZ SAMURAI

AGE: 16 HEIGHT: 5'00" (152.4 CM) | HAIR: BLACK | EYES: BROWN  
 NINJA ART SCHOOL: NINJA ARTS SUPERSEMPLOYMENT



**A** flashy type who loves the limelight, Sennyō has left the confines of Edo to surpass his father, a former Kabuki actor, and make a splash on the world stage. He aims to introduce the wonders of Kabuki throughout the world.



Back Kick  
 +4 +1 = 50%



Head Strike  
 Moves user's opponent 100%  
 +4 +1 = 50%



Flame Kick  
 +4 +1 = 50%



Kabuki Death Dance (Kakuro-Kyōkaishū) (Sword)  
 +4 +1 = 50%



Jumping Lion (Shōshūjū) (Sword)  
 +4 +1 = 50%



Twirling Fan (Kakuro-Kyōkaishū)  
 +4 +1 = 50%



Whirling Fan (Shōshūjū)  
 +4 +1 = 50%



# THE GARGANTUAN MILITARY HERO

NAME: WAN FU (WANG FU) (WANG FU) (WANG FU)  
 HEIGHT: 180 CM (5 FT 11 IN) (5 FT 11 IN) (5 FT 11 IN)  
 WEIGHT: 100 KG (220 LB) (220 LB) (220 LB)



Despite his somewhat barbaric appearance, Wan Fu is one of China's top heroes and a loving husband, with a profound understanding of politics and military strategy. He has come to Japan to search for warriors to help him in his quest to unify China.

# THE REVOLUTIONARY LEADER

NAME: CHARLOTTE (CHARLOTTE) (CHARLOTTE) (CHARLOTTE)  
 HEIGHT: 165 CM (5 FT 5 IN) (5 FT 5 IN) (5 FT 5 IN)  
 WEIGHT: 55 KG (121 LB) (121 LB) (121 LB)



A revolutionary warrior with absolute faith in her fighting ability, Charlotte, beloved by the common folk of France, has come forth to deliver her country from the disasters and strife that continue to plague it - and also to test her strength in battle.



Cavalier Tossing Sword (Wan Fu's Specialty) (Wan Fu)  
 # 4 1/2 • Dash Action



Cavalier Whirling (Wan Fu's Specialty) (Wan Fu)  
 # 4 1/2 • Dash Action



Power Grabbing Sword (Charlotte)  
 # 4 1/2 • Dash



Spin Front (Charlotte)  
 Press the Dash button repeatedly

# THE MAYAN AVENGER

ILLUSTRATION: MARIANO L. TORRES; THE SCISSOR-HANDED SLASHER: MARIANO L. TORRES; MASK: JAMES CHOI; MASCOT: MARIANO L. TORRES



**T**he strongest fighter in South America, Tam Tam's kind personality is hidden behind his fearsome mask. He has ventured across the seas in a quest to recover his village's lost Puznikel Stone, stolen some time previously.

# THE SCISSOR-HANDED SLASHER

ILLUSTRATION: MARIANO L. TORRES; THE SCISSOR-HANDED SLASHER: MARIANO L. TORRES; MASK: JAMES CHOI; MASCOT: MARIANO L. TORRES



**S**trongest warrior of the magical Sheranai tribe, Genan can use either of his vicious slasher hands to mince his enemies. He aims to become the King of the realm of magic.



Puznikel Stone  
(Front)  
4 x 4 • 500



Mask (Side)  
4 x 4 • 500



Puznikel Stone (Back)  
4 x 4 • 500



Mask (Front)  
4 x 4 • 500



Scissor Hand (Side)  
4 x 4 • 500



Puznikel Stone (Side)  
4 x 4 • 500





# THE MASTER OF THE SHADOWS

WIKI: [WIKIPEDIA](#) | [IMAGES](#) | [DATA](#) | [MAPS](#) | [FRAMES](#) | [ANALYSIS](#) | [STYLING](#) | [MATHS](#) | [INFO](#) | [SOURCE](#) | [EDIT](#)



**T**he most formidable of all the Iga Ninja warriors, Hattori is both admired and feared for the cool and ruthless way in which he fights. He has gone forth into the world to free the soul of his son, captured by the evil Shiro Tokisada Amakusa.



Hayzo Ninjabō (Spear)

Normal tip • Normal tip • Sharp tip • Sharp tip



Hayzo Tokusenshin (Sword)

Normal tip • Sharp tip



Hayzo Kōshō (Shuriken)

Normal tip • Sharp tip • Sharp tip • Sharp tip



Hayzo Zenshin (Shuriken)

Normal tip • Sharp tip

# THE UNKNOWN WARRIOR

WIKI: [WIKIPEDIA](#) | [IMAGES](#) | [DATA](#) | [MAPS](#) | [FRAMES](#) | [ANALYSIS](#) | [STYLING](#) | [MATHS](#) | [INFO](#) | [SOURCE](#) | [EDIT](#)



**T**he mysterious warrior with mystical powers, who seems to be the cause of the wars and disasters ravaging the world. Nothing is known for certain about him except the name of his weapon - the "Gadama Jewel". It is believed, however, that he was slain in the Tokugawa Era and has risen from the netherworld to effect his final end - the destruction of the world.



Forward Whip (Shō-ō)

Normal tip • Sharp tip



Backward Whip (Shō-ō)

Normal tip • Sharp tip



Spinning Lighter (Shō-ō)

Normal tip • Sharp tip • Sharp tip



Normal tip • Sharp tip • Sharp tip

**Ha-Oh Maru**

Cyclone Slash (Digi-Sempuretsu-zan) —

↓ ↘ → + Slash

Crescent Moon Slash (Digi-Kogetsu-zan) —

→ ↖ ↓ ↘ + Slash

**Hakoruru**

Anna Mutsube —

← ↖ ↓ + Slash

Triangle Jump

Jump to side of screen and press Directional button in opposite direction to jump.

Lala Mutsube —

↓ ↘ → + Slash

Ameba Yeforo

→ ↘ ↓ ↖ ← + Slash

Yeforo Poku

Hold on to eagle + ↓ or ↖ or ↘ + Kick or Slash

Mamahaha Flight

↓ ↖ ← + Weak Kick

Mamahaha Call

↓ ↖ ← + Weak Kick, or → ↖ ↓ ↘ ← + Slash (when disarmed)

Kamei Mutsube

Hold onto eagle + Kick or Slash

**Ukyo Tachibana**

Swallow Serpents (Hiken-Tsutomegashi) —

↖ ↓ ↘ → + Slash while jumping

Snowfall Slash (Hiken-Sanameguki) —

↓ ↖ ← + Slash

**Jubei Yagyu**

Geyser Thrust (Kitta-Saigetto) —

↓ ↘ → + Slash

Toumei Saber (Mikaku-Rate) —

→ ↓ ↘ + Slash

Saber Thrash (Hasso-Happa) —

Press the Slash button repeatedly

**Gaffard**

Ninja Shadow Replicates

→ → ↖ ↓ ↘ + Weak Slash or Normal Slash or Weak Kick or Normal Kick

Triangle Jump

Jump to side of screen and press Directional button in opposite direction to jump

Rear Replica Attack

→ ↘ ↓ ↖ ← + Weak Kick

Head Replica Attack

Hold down Weak Kick when attacked

Plasma Blade

↓ ↘ → + Slash

Head Strike

Move near opponent, then → ↓ ↘ + Kick

Diving Dog

↓ ↖ ← + Weak Kick

Machine-gun Dog

↓ ↖ ← + Normal Kick

Rush Dog

↓ ↖ ← + Slash

**Kyoshiro Sonryo**

Twirling Fan (Kaen-Kyokubu)

↖ ↓ ↘ → + Slash

Jumping Lion (Shobu-Ishi) —

↓ ↖ ← + Kick

Whirwind Fan (Fu-Reisen)

↓ ↖ ← + Slash

For moves marked with a — you need a sword

**Kabuki Crunch Dance (Kaiken-Kyukaku)** ←

→↘↓↘ + Slash

**Wheel of Smoke (Chikamori-kurawa)** ←

↓ + Hard Slash at peak of jump

## Wan Fu

**Confucius Whirlwind (Kiko-Senpuzan)** ←

→↓↘ + Slash button

**Confucius Thunder Bomb**

(Kiko-Bakutenka) ←

↓↘↘ + Slash button

## Charlotte

**Slash Feast** ←

Press the Slash button repeatedly

**Power Gradation** ←

↘↓↘ + Slash

## Tam Tam

**Pagana Deco**

↓↘↘ + Kick

**Pagana Pagana** ←

← Hold → + Slash

**Ahow Gaboori**

→↘↓↘↘ + Slash

**Moos Gaboora**

↓↘→ + Slash

## Genon Shiranui

**Steeler Spn (Nikutenzaki)**

→↓↘ + Slash

**Poleon Cloud Puff (Goku-Fubuki)**

↓↘→ + Slash

## Nanzo Hattori

**Ninja Shadow Replicates**

→←↘↓↘ + Weak Slash or Normal Slash or Weak Kick or Normal Kick

**Triangle Jump**

Jump to side of screen and press Directional button in opposite direction to jump

**Ninpo Ussemi Chiran**

Hold down Weak Kick when attacked

**Ninjo Exploding Dragon (Ninpo-Bakuryusu)**

← Hold → + Slash

**Flying Spibeb II (Heppo-Shuriken)**

↓↘→ + Slash

**Strike Dash (Mori-Steek)**

Move near opponent, then →↓↘ + Kick

**Ninjo Teleportation Jig (Ninpo-Usemibenbu)**

→↘↓↘↘ + Weak Kick

## Shiro Tokisada Amakusa

**Triangle Jump**

Jump to side of screen and press Directional button in opposite direction to jump

**Spectre Sphere (Manji, Anten-Wyumebu-woyo)** ←

Press Slash when doing Triangle Jump

**Forward Warp (Mae-warp)**

↓↘→ + Slash

**Backward Warp (Ushiro-warp)**

↓↘→ + Kick

**Dark Thunder** ←

Hold down Weak Kick for a few seconds and release it

**Underworld Apparition Attack (Dagoba-Shiryetsu)**

↓↘↘ + Slash

